



Sly 2: Band of Thieves

OVERVIEW

Created and developed by Sucker Punch Productions, *Sly 2: Band of Thieves*[™] is the team's sequel to *Sly Raccoon*, which has sold more than 1 million copies worldwide since its launch in September, 2002. Recognised for their artistic style, creativity, superior technology and brilliant storytelling abilities, Sucker Punch pushes the boundaries and revolutionises the character-based action adventure genre once again. Destined to be one of the hottest titles of the year, *Sly 2: Band of Thieves* will stun players with its innovative character designs, pumped up toon-shaded animation, interactive environments, and spectacular graphics.

Sly 2: Band of Thieves features Sly, Bentley and Murray along with a cast of new characters that work together to pull off a string of big heists. *Sly 2: Band of Thieves* will catapult players into an exhilarating journey of thievery, with a plot full of drama, deceit, and surprising twists that you will keep you guessing who's really conning who!

Sly and his crew are back with a vengeance in a technologically, awe-inspiring, enormous undertaking with brilliant interactive animation.

Word is out that Interpol has excavated the robotic remains of Clockwerk – Sly's nemesis and sworn enemy of the Sly clan. Sly and his gang discover the parts of Clockwerk are missing, and embark on a quest to ensure Clockwerk is never reassembled. The journey takes Sly and his crew to the far reaches of the globe, and along a plot full of deceit, surprising twists, and an exciting romantic triangle that will leave you wanting more.

Sly 2: Band of Thieves breaks the rules of convention and truly immerses you into a world with no 'laws' or boundaries. It's an exciting new adventure that charges gamers of all ages, skills and interests with a fun, uninhibited playfield right at your fingertips.

KEY FEATURES

- Heist game play innovation enables gamers to master orchestrated action between Sly, Murray and Bentley in order to pull off a series of new heists with big bad bosses.
- Episodic storyline that mirrors the unpredictable, suspense-filled plots of the best heist/caper films.
- In addition to Sly, Murray and Bentley are back and playable with their own unique skills, strengths and personalities.
- Gameplay is completely dynamic and non-scripted as enhanced move set enables Sly to hide, combat, sneak, pickpocket, and crawl.
- Sneak around in different large, open environments in settings such as Paris, Prague, India and the Canadian Wilderness
- The world is a playground where gamers can roam the streets or take the exciting action to a new level and show off your expert stealth skills on the rooftops, steal priceless objects, discover underground hideouts, and more.
- Gadgets are back with updated binocucum's for each crewmember, parachutes, ice axes, spy cams, and more!
- New sophisticated AI means enemies now swarm, call in their cohorts, and behave more intelligently, providing players with more challenging and exciting gameplay.
- Players will enjoy immersive, story driven cinematics, including stylish movies that bookend each episode and keep the story moving forward, top-notch voice talent and a truly dynamic musical score.
- Significantly upgraded rendering engine, with unique cel-shading technology, innovative character designs and realistic physics

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Developer: SCEA/Sucker Punch Genre: Platform action No. of Players: 1 Platform: PlayStation 2 Peripherals: Dual Shock 2 Analogue Controller, 8MB Memory card Release Date: Winter 2004 / 2005
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Sony Computer Entertainment Europe, based in London, is responsible for the distribution, marketing and sales of PS one and PlayStation 2 hardware and software in 102 territories across Europe, the Middle East, Africa and Oceania. By the end of December 2003, over 39 million PlayStation and PS one units had been shipped across these PAL territories and over 99 million worldwide. Between its European debut on 24 November 2000 and 13 January 2004, over 24.5 million PlayStation 2 units have been shipped across the PAL territories, over 70 million world-wide, making it one of the most successful computer entertainment products in history.

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